COURSE OUTLINE

CSD120

Prepared: Bazlur Rasheed   Approved: Corey Meunier

Course Code: Title	CSD120: INTRODUCTION TO WEB DEVELOPMENT
Program Number: Name	2090: COMPUTER PROGRAMMER
Department:	COMPUTER STUDIES
Semester/Term:	17F
Course Description:	A student in this course will learn the basics of the World Wide Web and creating Web Pages. The fundamentals of Web Page creation will be covered including how to: create anchors, attach relative and absolute hyperlinks, linking to other types of documents (such as Word, Excel, Powerpoint, PDF), work with fonts, colours, and graphics as well as a variety of tools to enhance web pages. The web development will be enhanced by the use of: tables, newspaper style layouts, Cascading Style Sheets, dynamic HTML, and forms. If time permits, we will explore JavaScripting and using other enhancing features such as sound, video, Java Applets, and animated features.
Total Credits:	5
Hours/Week:	4
Total Hours:	60
This course is a pre-requisite for:	CSD212
Vocational Learning Outcomes (VLO's): **Please refer to program web page for a complete listing of program outcomes where applicable.**	#5. Gather and document required information and assist in an analysis of a business. #7. Maintain effective working relationships with clients. #8. Conform to workplace expectations found in information technology (IT) environments.
Essential Employability Skills (EES):	#1. Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. #2. Respond to written, spoken, or visual messages in a manner that ensures effective communication. #4. Apply a systematic approach to solve problems. #5. Use a variety of thinking skills to anticipate and solve problems. #6. Locate, select, organize, and document information using appropriate technology and information systems. #7. Analyze, evaluate, and apply relevant information from a variety of sources.

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	#8. Show respect for the diverse opinions, values, belief systems, and contributions of others. #9. Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. #10. Manage the use of time and other resources to complete projects. #11. Take responsibility for ones own actions, decisions, and consequences.
Course Evaluation:	Passing Grade: 50%, D
Other Course Evaluation & Assessment Requirements:	To successfully pass this course, the student must receive passing grades for both the Test and Evaluation portion of the class AND the Laboratory portion. Grade Definition Grade Point Equivalent A+ 90 – 100% 4.00 A 80 – 89% B 70 - 79% 3.00 C 60 - 69% 2.00 D 50 – 59% 1.00 F (Fail) 49% and below 0.00 CR (Credit) Credit for diploma requirements has been awarded. S Satisfactory achievement in field /clinical placement or non-graded subject area. U Unsatisfactory achievement in field/clinical placement or non-graded subject area. X A temporary grade limited to situations with extenuating circumstances giving a student additional time to complete the requirements for a course. NR Grade not reported to Registrar`s office. W Student has withdrawn from the course without academic penalty.
Evaluation Process and Grading System:	*(see table below)*
Books and Required Resources:	Basics of Web Design: HTML5 & CSS3, 4th Edition, 2018 by Terry Felke-Morris Publisher: Pearson Education, Inc. Edition: 4th ISBN: 9780134444338 The student may choose to purchase this hardcopy of the text or an electronic copy of the text (eText).

Evaluation Type	Evaluation Weight
Assignments and Attendance	10%
Labs and Final Web Project	40%
Quizzes	10%
Theory and Lab Tests	40%

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	Basics of Web Design: HTML5 & CSS3 -- Instant Access, 4th Edition, 2018 by Terry Felke-Morris Publisher: Pearson Education, Inc. Edition: 4th ISBN: 9780134489216 The student may choose to purchase this electronic copy of the text (eText) or a hardcopy of the text.
Course Outcomes and Learning Objectives:	**Course Outcome 1.** Internet and Web Basics **Learning Objectives 1.** • describe the evolution of the Internet and the Web • explain the need for web standards • describe universal design • identify benefits of accessible web design • identify reliable resources of information on the Web • identify ethical uses of the Web • describe the purpose of web browsers and web servers • identify Internet protocols • define URIs and domain names • describe HTML, XHTML, and HTML5 • create your first web page • use the body, head, title, and meta elements • name, save, and test a web page **Course Outcome 2.** HTML Basics **Learning Objectives 2.** • configure the body of a web page with headings, paragraphs, divs, lists, and blockquotes • configure special entity characters, line breaks, and horizontal rules

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- configure text with phrase elements
- test a web page for valid syntax
- configure a web page using new HTML5 header, nav, and footer elements
- use the anchor element to link from page to page
- configure absolute, relative, and e-mail hyperlinks

Course Outcome 3.

Web Design Basics

Learning Objectives 3.

- describe the most common types of web-site organization
- describe principles of visual design
- design for your target audience
- create clear, easy-to-use navigation
- improve the readability of the text on your web pages
- use graphics appropriately on web pages
- apply the concept of universal design to web pages
- describe web page layout design techniques
- describe the concept of responsive web design
- apply best practices of web design

Course Outcome 4.

Cascading Style Sheets Basics

Learning Objectives 4.

- describe the purpose of Cascading Style Sheets
- list advantages of using Cascading Style Sheets
- configure color on web pages with Cascading Style Sheets
- configure inline styles
- configure embedded style sheets
- configure external style sheets
- configure web page areas with element name, class, id, and descendant selectors
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Course Outcome 5.

Graphics & Text Styling Basics

Learning Objectives 5.

- describe types of graphics used on the Web
- apply the image element to add graphics to web pages
- configure images as backgrounds on web pages
- configure images as hyperlinks
- configure image maps
- configure bullets in unordered lists with images
- configure multiple background images with CSS3

Course Outcome 6.

More CSS Basics

Learning Objectives 6.

- configure text typeface, size, weight, and style with CSS
- align and indent text with CSS
- describe and apply the CSS box model
- configure width and height with CSS
- configure margin, border, and padding with CSS
- center web page content with CSS
- apply shadows with CSS3
- configure rounded corners with CSS3
- apply CSS3 properties to background images
- configure opacity, RGBA color, HSLA color, and gradients with CSS3

Course Outcome 7.

Page Layout Basics

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Learning Objectives 7.

- configure float with CSS
- configure fixed positioning with CSS
- configure relative positioning with CSS
- configure absolute positioning with CSS
- create two-column page layouts with CSS
- configure navigation in unordered lists and style with CSS
- add interactivity to hyperlinks with CSS pseudo-classes
- configure CSS sprites

Course Outcome 8.

More on Links, Layout, and Mobile

Learning Objectives 8.

- code relative hyperlinks to web pages in folders within a website
- configure a hyperlink to a named fragment internal to a web page
- configure images with captions using the HTML5 figure and figcaption elements
- configure a collection of images to float across a web page
- configure web pages with new HTML5 section, hgroup, article, and time elements
- apply techniques to ensure backward compatibility with older browsers
- configure web pages for printing with CSS
- describe mobile web design best practices
- configure web pages for mobile display using the viewport meta tag
- apply responsive web design techniques with CSS3 media queries and flexible images

Course Outcome 9.

Table Basics

Learning Objectives 9.

- describe the recommended use of a table on a web page
- configure a basic table with the table, table row, table header, and table cell elements

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- configure table sections with the thead, tbody, and tfoot elements
- increase the accessibility of a table
- style an HTML table with CSS
- describe the purpose of CSS structural pseudo-classes

Course Outcome 10.

Form Basics

Learning Objectives 10.

- describe common uses of forms on web pages
- create forms on web pages using the form, input, textarea, and select elements
- associate form controls and groups using label, fieldset, and legend elements
- use CSS to style a form
- describe the features and common uses of server-side processing
- invoke server-side processing to handle form data
- configure new HTML5 form controls including the e-mail, URL, datalist, range, spinner, calendar, and color-well controls

Course Outcome 11.

Media and Interactivity Basics

Learning Objectives 11.

- describe types of multimedia files used on the Web
- configure hyperlinks to multimedia files
- configure audio and video on a web page with HTML5 elements
- configure a Flash animation on a web page
- use the CSS3 transform property
- use the CSS3 transition property
- describe the purpose of the HTML5 canvas element

Course Outcome 12.

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Web Publishing Basics

Learning Objectives 12.

- describe criteria to consider when you're selecting a web host
- obtain a domain name for your website
- publish a website using FTP
- design web pages that are friendly to search engines
- submit a website for inclusion in a search engine
- determine whether a website meets accessibility requirements
- evaluate the usability of a website

Date: Friday, September 1, 2017

Please refer to the course outline addendum on the Learning Management System for further information.